

Races D6 / Crolute / Gilliand

Name: Crolute / Gilliand
Designation: Sentient
Classification: Aquatic humanoid
Average height: 1.8 meters
Skin color: Light
Distinctions: Buoyant body tissue, skin sagged when outside of saltwater
Point of origin: Crul
Habitat: Saltwater oceans
Language: Galactic Basic Standard
Attribute Dice: 12D

Attribute

Dexterity: 1D+2/3D
Knowledge: 2D/4D
Mechanical: 2D/4D
Perception: 2D/4D
Strength: 3D/5D
Technical: 2D/4D

Move: 7 (walking), 12 (swimming)

Special Abilities:

Aquatic: Crolutes and Gilliands are naturally aquatic and exceptionally capable swimmers. They receive a +1D bonus to swimming and suffer no movement penalty while swimming.

Breath Holding: A Crolute or Gilliand can hold their breath for several hours. Under ordinary circumstances, they need not make Stamina checks for lack of air until they have been submerged for two hours. After that point, use the normal rules for holding one's breath.

Story Factors:

Aquatic Physiology: Crolutes and Gilliands possess buoyant, gelatinous body tissue adapted to their native saltwater environment. Out of water, their unsupported flesh sags heavily around their frames.

Clan Society: Crolute/Gilliand society is organised into clans traditionally dominated by alpha bulls and cows. Status and dominance are extremely important, with younger members continually challenging established alphas. Clan leaders traditionally maintain breeding colonies and may have numerous spouses and concubines.

Ritual Aggression: Crolutes and Gilliands have a reputation for aggression and ruthlessness, but their culture traditionally discourages unnecessary violence between clan members. Disputes over status are commonly resolved through ritualised displays of intimidation and dominance.

Love of Water: Although fully adapted to terrestrial life, Crolutes and Gilliands retain a strong



affinity for water. Traditional clan compounds are constructed around lagoons, while wealthy clan leaders maintain elaborate immersion tanks. Important negotiations are often conducted while immersed in water and accompanied by elaborate meals.

Description: Crolutes were a hulking aquatic humanoid sentient species from the planet Crul. Crolutes were exclusively male, while their mates, the Gilliands, were exclusively female. When removed from their native saltwater surroundings, Crolutes' buoyant, gelatinous body tissue sagged unsettlingly from their bodies. Like the Mon Calamari, they had flipper-like feet that could fit into standard humanoid boots.

Biology and appearance

Crolutes were aliens of aquatic origin from the Mid Rim planet of Crul. Hulking and gargantuan, They had buoyant, gelatinous body tissue. When removed from their saltwater surroundings, Crolutes' bodies sagged unsettlingly on their frames, giving them the appearance of a melted blobfish. They had flipper-like feet, much like the Mon Calamari. They could hold their breath for hours at a time.

History

The ancestors of the Crolute species lived in the warm, shallow seas of Crul, and first came ashore during the planet's summers, when bulls fought for mates and guarded breeding colonies on the beaches. The species underwent millions of years of evolution, adapting to life on land despite still loving the water, and eventually evolved into Crolutes who kept a clan-based society run by bulls and alpha-cows.

Society and culture

Crolutes lived in the saltwater oceans of their homeworld, and were surprisingly graceful and agile swimmers. They adapted to life on land, forming a clan-based society and creating breeding colonies on the beaches where bulls fought for mates. Alpha-bulls kept harems of junior spouses and concubines, and were constantly challenged by younger bulls and cows. Crolutes were naturally aggressive and ruthless, but actual violence was limited as disputes were typically settled with ritualized displays of intimidation and dominance.

Clan compounds were constructed around lagoons, and the species retained a love of the water. Alpha bulls and cows lived in mansions with deep, lavishly-decorated immersion tanks, which were favored sites for diplomatic and trade negotiations. Clan leaders debated while floating on their backs and gorging on banquets of gastropods and fermented kelp-ichor.

Crolutes in the galaxy

Most Crolutes never traveled beyond their home planet and its colony-moons. One exception was Unkar Plutt, who was the junk boss of Jakku.

Gilliands

The Gilliands were one of the two sentient species that lived on the oceanic planet of Crul. They were exclusively female, while the other species, the Crolutes, were exclusively male. Z'Vk'Thkrkza was a Gilliand who ran a tavern on the Colossus, located on the planet Castilon.